

THE GREY HAVENS

A painting of a ship sailing on a misty sea. The ship is a large, dark-hulled vessel with a single, large, light-colored sail. The sail has some faint, illegible markings on it. The ship is moving towards the right. In the background, there is a rocky coastline with several tall, thin spires or towers. The sky is filled with soft, pinkish clouds. The overall mood is atmospheric and somewhat somber.

ISSUE NO. 3

THE TURN OF THE TIDE

PRODUCED BY: STEPHEN MACLEAN

FOR GAMES WORKSHOP'S

THE LORD OF THE RINGS STRATEGY BATTLE GAME

IN THIS ISSUE

News From The team

By The Editorial Staff

So what's going on in the lives of the Editors? Take a gander at our editorial section to find out.

News from the Valar

By Stephen (Isildurian)

The low-down on new sneak peeks, release dates, other LotR news such as tournaments and events as well as important GW information

New Releases

By Andrew (Lancelot)

Information on what new models have been released in recent times. From issue 2 onwards it will feature all new releases that have come out since the last issue was released.

The Grey Havens Production Team: The Low-down

By Stephen (Isildurian)

In an effort to combat an apparently dwindling interest on TLA, I have put together a team of writers of varying tastes and talents to ensure that this fair magazine lives on.

Horny Uruk Hai

By Oliver (theye)

Don't fret parents, this is not what you are all most likely thinking! In this handy guide, Oliver shows us how he converted his Uruk-Hai Scout to carry a horn, and also gives us some rules for it.

Rubble Bases

By Andrew (Lancelot)

Lancelot supplies us a guide to making excellent rubble bases, perfect for those war-torn cities scattered throughout Middle Earth

Member Interviews

By The Editorial Staff

In this issue, we have a special Member Interview for you. In fact, we have 3 of them: get a look into the minds of the Editorial Staff of The Grey Havens!

The Tale of Beral

By The Grey Havens Members (edited by Dinadan)

Spawned from a topic on The Grey Havens Forums, we bring you the tale of Beral, a woodsman who's family was taken by the foul servants of Sauron.

Painting the High Elf Captain

By Rob (Rodan-re)

Ever wanted to paint up your shiny Elven Captain? Rodan-re provides us with a tasty guide to help you in your endeavours!

The Forges of Imladris

By Andrew (Lancelot)

Lancelot takes a look at what's happening outside of the borders of the SBG in our newest column.

Rivendell Tactica

By Mikael (Raul)

Raul treats us to a tactica for the first-born of Rivendell.

Guts and Gore

By James (lotrchampion)

We've got a bumper edition of Guts and Gore for this issue, detailing a brand new tribe of the Haradrim! Come and see it for yourself!!

The Next Issue

A brief list of articles for the next issue, as well as contact details for myself.

NEWS FROM THE TEAM

Hey Everybody! We're back again!

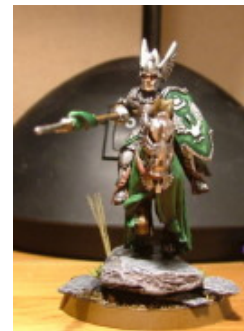
Hello my lovely readers! Its great to see you here at the start of the New Year! Its also great to see that you've all sobered up enough to read this after the night out I bet you all had!

Well, I haven't really done all that much since last we spoke really. Firstly I'm sorry the magazine has taken this long to produce once again. First I had to conquer my own laziness, then I had to try to get that lazy bunch of folk I call my team to get off their behinds too. Honestly, I think you'll find the issue's content more than makes up for it though. It is, if I may say so myself, fantastic!

In the hobby world, I haven't done too much really. I've been hard at work on my Redesigned army - I've converted and painted my trebuchet crew, and converted a half-dozen Citadel Guardsmen for my force, as well as doing a bit more painting. I've also been working on perfecting my talents, and my most recent endeavour I think bears testament to this. Honestly, I haven't painted up half of the models I've bought, and my backlog hasn't really been touched. Then again, that blasted thing we call Real Life has been bugging me of late, and it really screws with your focus.

Hopefully after my exams have passed I'll be able to focus better, and I'll put my Life away in the back of my wardrobe, where I've been keeping it for the past 16 years and intend on leaving it for the same amount of time.

On the plus side, we should have the next issue out in March if everything goes according to plan, but hey! You haven't even read this issue yet, why am I talking about the next one??



My Swan Knight of Dol Amroth. Despite voicing dislike for the model, it was great fun to paint!

Well, I'll get down off my podium and let you all get on with the magazine! 'Till next time folks!
Stephen Maclean
Isildurian

FaramirsMumma Says;

So, what's happening in my little hobby world? A few things actually. Finished my 500 point Dwarvern army in time for a Tournament in Victoria. In time is the key here, as I was painting at 4AM the day of the Tournament. After a rather relaxed atmosphere, I managed to just score Player's Choice - so all the effort was worth it! Coming away from the Tournament, I learnt a few lessons. Mainly think more, but most importantly, enjoy yourself.

I'd also like to take this chance to promote Ral Partha's paints. In one of TonyB's articles, there is use of the paints. At 75 pence each, buying a couple won't break the bank, and even if you find they aren't to your liking (although they are practically GW colour and consistency), you've experimented a little with a lesser known product, and had a learning experience - if nothing else. <https://www.connectstores.com/ralpartha/> is their website and I for one will be restocking with their colours - at a fraction of the cost of any other competition!

Thanks for listening, I hope you enjoy the issue!

Rodan-re Says;

Hi everybody, hope you enjoy this issue of the Grey Havens. At the moment it's looking up for LOTR what with the Ruin of Arnor coming out and the new cool miniatures its releasing. Hopefully I'll be getting some of the rangers to add to my Dunedain army, plus the new rules and characters will allow Northerners to bulk up their armies with more troops. Anyway hope you all had a great Christmas and New Year

Rob

NEWS FROM THE VALAR

THE LAST ALLIANCE CAMPAIGN

As most of you will already know, The Last Alliance's campaign is now started! For those of you who don't really know what this is all about, the campaign is map-based, and when you and your opponent enter the results of your battle (which is played as usual on a table, and not on the computer) the map changes.

There are eleven alliances taking part in the campaign. These are Dwarves, Easterlings, Gondor, Isengard, Misty Mountains, Mordor, Quendi, Rohan, the North, the Southern Lands and the Wild North.

Also included in the campaign is the journey of the Fellowship, starting in the Shire with the the Hobbits trying to escape from their pursuers, the nazgûl, disguised as riders in black. When a Fellowship scenario is won by the good side (more good than evil victories) the Fellowship moves on to the next scenario, but it is important for the Fellowship to move fast. For every scenario the one Ring is getting heavier and Frodo is weakened.

The campaign will end when the Ring is destroyed or when Middle-earth is conquered. At the moment Saruman's fighting Uruk-hai are the most successful warriors in Middle-earth. Isengard is followed by Gondor and the Elves, who are not yet ready to sail away to the undying lands. Rohan has suffered from Isengards attacks, but nothing is lost yet, and the horse-masters have been in tight spots before.

All in all, the Evil side may have had a better start than good, but we'll have to wait and see what happens, and surely in the end it will be a nail-biting finish on a fantastic campaign.

A WELCOME RETURN... THE GREY HAVENS FORUMS

Those of you who still buy White Dwarf will most likely already be aware of this, but they are attempting to re-introduce Painting Masterclasses. The one in the January edition was pretty good, albeit not for our system. However, it appears to be a move in the right direction, at least bringing back some form of guide that does not involve a series of pictures with captions. Here's hoping!

GRAND TOURNAMENT

Well folks, The Lord of the Rings Grand Tournament is just around the corner now (28th January), only two weeks left to go! Would I be right in assuming that there are a lot of folk out there rushing to finish their armies in time?

This is just a small note from we her at The Grey Havens wishing all of you taking part the very best of luck. Long may the Dice Gods show mercy to your rolls!

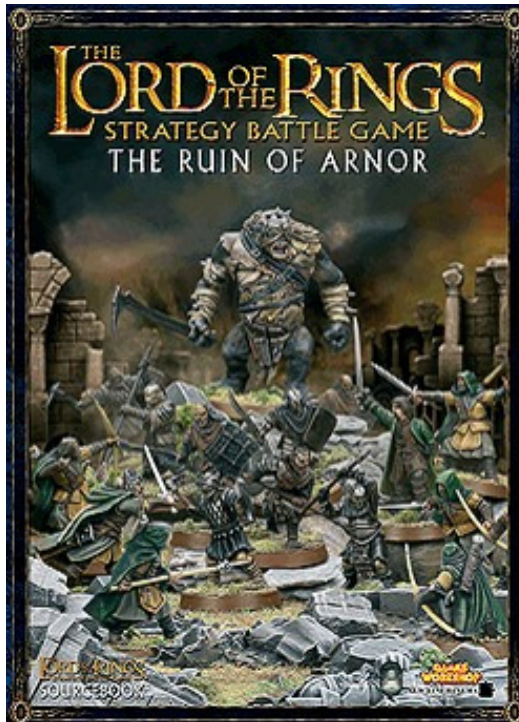
Life at The Grey Havens Forums is picking up folks! Our active member list is growing longer and we have quite a good community building up within our walls. Yep, you all guessed it, this is unfortunately going to be one big plug for our forums. Don't worry, we're not the White Dwarf Team, so we do still have some *articles* in here, believe it or not!

Starting from Issue 4, we will be introducing a theme to the magazine (read more about that later on). As such at the release of each issue I am going to be running a painting competition that coincides with the theme of the next issue. So, if you would all like to hop along to the forums, all you need is an account and you can enter! If we can get enough interest there will even be prizes on offer for the winners!

So folks, come along to the big think-tank, the heart of The Grey Havens magazine, and get involved!

NEW RELEASES

THE RUIN OF ARNOR: COMING VERY SOON!



The newest sourcebook to join the ranks in The Lord of the Rings, this one focussing on the ancient kingdom of Arnor



Just some of the amazing new models coming out with The Ruin of Arnor Sourcebook: Gulavhar, Terror of Arnor (above) and King Arvedui and Malbeth the seer! (right)

<u>Item</u>	<u>Price*</u>	<u>Release Date*</u> D/M/Y
The Ruin of Arnor Sourcebook	£10.00 \$20.00 (US) 15.00 EUR	3/2/2007 1/2/2007 31/1/2007
Elladan (Foot & Mounted)	£12.00 \$22.00 (US) 17.50 EUR	3/2/2007 8/2/2007 14/2/2007
Elrohir (Foot & Mounted)	£12.00 \$22.00 (US) 17.50 EUR	3/2/2007 8/2/2007 14/2/2007
Arathorn & Halbarad	£10.00 \$20.00 (US) 15.00 EUR	3/2/2007 15/2/2007 14/2/2007
King Arvedui & Malbeth	£10.00 \$20.00 (US) 15.00 EUR	3/2/2007 15/2/2007 21/2/2007
Arnor Command	£7.00 ???? 11.50 EUR	3/2/2007 ???? 7/2/2007
Rangers of the North	£15.00 \$25.00 (US) 20.00 EUR	3/2/2007 1/2/2007 31/1/2001
Warriors of Arnor	£7.00 \$12.00 (US) 11.50 EUR	3/2/2007 8/2/2007 7/2/2007
Gulavhar, Terror of Arnor	£18.00 ???? 25.00 EUR	3/2/2007 ???? 31/1/2007
Buhrdur. Hill Troll Chieftan	£15.00 ???? 20.00 EUR	3/2/2007 ???? 31/1/2007
Shade	£7.00 ???? 11.50 EUR	3/2/2007 ???? 21/2/2007



*All prices and release dates came from the UK, French or US Online store. The Euro cost is an approximation. And is dependent on the specific location of the buyer. The same is true of the release dates
A ???? Indicates that the model did not appear on the online store*

THE GREY HAVENS PRODUCTION TEAM: THE LOW-DOWN

Hello readers!

The Grey Havens has, I am sad to say, been badly affected by the decrease in traffic and interest that is affecting all LotR:SBG related sites. I have had a very hard time pulling together enough articles to call this a magazine. In an effort to combat this, I have put together a dedicated team of writers, The Grey Havens Production Team.

Bringing together many of the members from The Grey Havens Forums, I have assembled those who were interested to take up posts as permanent writers for the magazine. They have agreed to write articles for each issue, which should hopefully enable an issue to be released regularly every two months, and with a more themed approach to each issue as well.

Don't worry though, this only decreases our dependence on people's willingness to send in articles, it does not mean that we will become a private publication. We will still very much depend on contributions from faithful readers like yourself to continue successfully producing this magazine.

Hopefully this will be a change for the better, and will see us through what we all pray is merely a dark tunnel for this fine hobby, one with light at the end.

I hope you enjoyed the magazine so far, it only gets better from here!!

Stephen Maclean

Isildurian

THE TEAM

To satisfy the curiosity of you all, below I've listed the current Production Team Staff and any special positions they hold on the team.

Isildurian: Editor-in-Chief and Publisher

FaramirsMumma: Head Proof Reader

Rodan-re: Proof Reader

Dinadan: Resident Artist

lotrchampion: Resident Columnist

theye: Author

Raul: Author

Wolfman: Author

Pippin, Guard of the Citadel: Author

Lancelot: Author

CJM: Author

You can find out more on the Production Team page on The Grey Havens freewebs site.

HORNY URUK-HAI

Making, painting and playing with a new piece of kit

By Oliver Hibbs (theye)

Throughout the course of this article, I will be showing you how to convert and paint an Uruk-hai scout with a horn, along with house rules for using it in a game.

My main reason for converting a scout to hold a horn was that I really couldn't see scouts running around with a great big banner slung over their shoulder! It is because of this that I decided to convert one of the new plastic Uruk-hai scouts to hold a horn.



Items Required

Paints

Chaos Black
Scorched Brown
Bestial Brown
Desert Yellow
Dark Flesh
Dwarf Flesh
Boltgun Metal
Chainmail
Black Ink
Kommando Khaki
Bleached Bone
Black Primer
Rust Wash (50:50 Black Ink/ Chestnut Ink)

Tools

Clippers
Craft knife/ scalpel
Sculpting tools
(varying shapes/sizes)
Green Stuff
Plastic Glue
Superglue

Basing Materials

PVA glue
Modelling sand
Static grass

Stage 1 – Converting

1) The horn

To start off, I began sculpting the horn. Now, as not many of you know, I am a complete sculpting novice, so this was harder for me than it may be for you others. I started by mixing up some Green Stuff, then rolling it into a sausage-shape, tapered at one end, about 15 mm long. I then bent this slightly, curving it so it looked more like an animal's horn. I then left this to dry for 12-18 hours.

Next, I attempted the banding around the horn. This was achieved by rolling out an even thinner sausage of green stuff, then flattening it with a sculpting tool. I squared off the ends, making it a rectangle, then I wrapped this around the fatter end of the horn, again leaving it to dry.

Finally, for the mouth piece, I rolled a small blob of Green Stuff into a cylinder, but left this off of the horn for now, as it would be attached later.

Here is the finished product:



2) The Uruk-hai

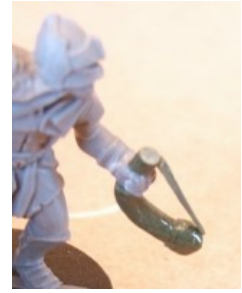
For this Uruk, I decided to use the model posed like this:

Now, the astute among you may have noticed that the arm is in a slightly different position. I achieved this by simply cutting the arm off, then re-attaching it at a slightly different angle, filling the gap with Green Stuff.

3) Bringing it all together

To end the conversion, I attached the main bulk of the horn to the bottom of the Uruk's left hand with a dot of superglue. I next attached the mouthpiece to the top of his left hand, creating the complete horn.

To finish off, I added a strap made from Green Stuff.



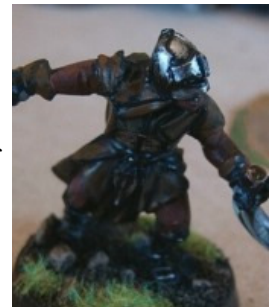
Stage 2 - Painting

1) Undercoating

I cleaned up all of the mould lines from the model, and then added modelling sand to the base. I then undercoated the entire model with Black Primer spray.

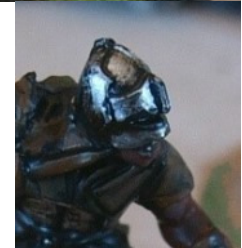
2) The Cloth

I like to paint the most prominent part of a model first usually, which was, in his case, the cloth that the scout is wearing. I started by painting these entirely with Scorched Brown, followed by a layer of Bestial Brown. I then highlighted the edges of the cloth with Desert Yellow. All the cloth was then given a slightly watered-down coat of black ink, my reckoning for this being that he has been running through the wilds for days on end, so he won't be too clean (think of the smell as well!)



3) The Armour/Sword

I got started next on the armour and sword. These were painted first with Boltgun Metal, and then highlighted with Chainmail. This was then given a Rust Wash (a very handy little mix I created) just to dirty the armour a bit.



4) The Skin

To start with, the skin was painted with Scorched Brown, and then Dark Flesh was layered over this. To finish, a small amount of Dwarf Flesh was added to the Dark Flesh, and painted over the most prominent areas of skin.

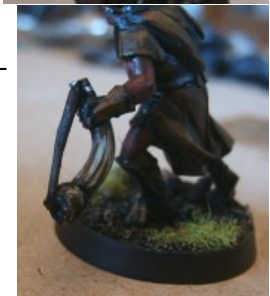


5) The Horn

The horn was given a basecoat of Bestial Brown, followed by Desert Yellow then Kommando Khaki, both layered on in streaks to suggest a grain to the horn. This was then repeated with Bleached Bone.

The metal areas of the horn were painted Boltgun Metal, followed by Chainmail, and a Rust Wash.

The strap was painted Scorched Brown.

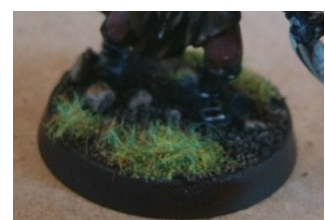


6) Finishing Touches.

The teeth on the model were painted with Bleached Bone, while all of the leather straps were painted with Scorched Brown.

7) The Base

The base was first drybrushed with Bestial Brown, followed by Desert Yellow, Kommando Khaki, and finally Bleached Bone.



House Rules for the Horn

Signal horn – 50 pts.

Special Rules

Sound Effect

As a horn creates a sound, it can cover a larger area than, say, a banner.

The range of the horn is 6". As well as this, once per turn, at any point, the horn can be blown, boosting the courage of those around it. It boosts all models within 6" courage by 1 point.

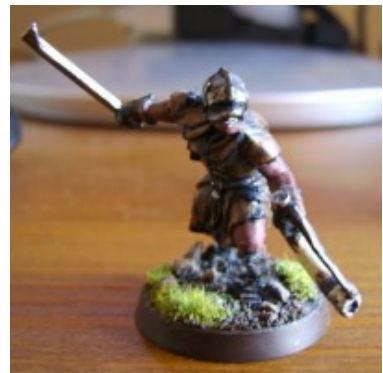
Small

As the horn is only a small object, it allows the bearer to fight normally, as opposed to being at a -1 to hit, like a standard bearer. Also, if the bearer is killed, the horn may not be picked up, as a battle standard can, as it is lost in the turmoil of battle.

Conclusion

And there you have it folks! An Uruk-hai scout with which to (hopefully) defeat the lands of the Free! May you have better luck fighting with it than I have!

Oliver Hibbs aka theye



RUBBLE BASES

By Andrew (Lancelot)

In this article, I will provide a step by step guide to making some quick and easy, yet great looking rubble bases. It's only 3 easy steps! Enjoy!

What you need
A model (with base)
An old brush
Chaos Black
Codex Grey
Fortress Grey
Pieces of sprue
PVA Glue
Super/Krazy Glue
Coarse Sand
GW Static Grass

Step One

Start things off by covering the base with PVA glue (or whichever glue you use), then dipping the base in a bag of coarse sand (I get mine from a local playground, you can use GW's). To make the rubble simply glue down some sprue pieces. You can make them by cutting up a left over sprue from some plastic models you have (The sprue is that frame object all plastic models come on). Give the base a good shake to get rid of any loose pieces and then allow it to dry. Once the glue has dried (the time will depend on your type of glue) give the base one more shake to get rid of any extra loose pieces. Using Chaos Black, paint the entire top of the base (If your model is already on and you do bases last, please do this slowly to avoid getting paint on your finish model), and allow it to dry again.



Step Two

Drybrush the top of the base with Codex Grey (try to use not too much paint, it will prevent over-coverage, although it may take a few lighter drybrushes before you have an even coverage). Allow this to dry too.

Moving on, give the top of the base a lighter drybrush of Fortress Grey, and allow it to dry. Once again, don't load up your brush as you will lose the effect of having to layers. Now, you're almost finished!



Step Three

For the final step, using Super/Crazy glue (which you can pick up at any craft or hardware store), just put some glue in random areas, then sprinkle GW's Static Grass onto the areas with glue, give it a little shake and allow to dry. Once dry, give it one more shake to get rid of any loose pieces of "grass". Now paint the edge/rim of the base with Fortress Grey and you're done!



Well, we have come to the end of the article now. I hope you enjoyed it, and I hope it can help you to add the final touch to your Gondor, Moria or Dwarvish armies. Cheers!

If you have any questions or comments, contact me at "legolasfan94@hotmail.com"

MEMBER INTERVIEW

Hello All.

Each month, we will do a feature on one member of The Last Alliance website to find out what they do in the hobby. This month, we get a glimpse into the lives of the whole editorial team - including Isildurian, FaramirsMumma and Rodan-re!

First on the block: Isildurian

Name behind the post: what's your real name?

My name is Stephen Maclean, which you will undoubtedly have seen appear in various places in this and previous issues.

Could you tell us something interesting about you?

Something interesting? To be very honest, there is nothing interesting about me. I eat, sleep, go to school, paint models and surf the internet. That is my life...

This is a strange hobby. How did you find it?

It all came about when I started secondary school. I made friends with theye, who was into the hobby, and whilst discussing The Lord of the Rings he told me about it. Six months later I finally got into Games Workshop Aberdeen and bought The Two Towers Paint Set, and I've been hooked since.

What's your favourite army (or armies)?

My favourite army is most definitely Gondor. I loved the siege of Minas Tirith in the Return of the King movie, and so I couldn't resist starting an army of them. Two years later and I have had 3 colour schemes on my standard army and I've now got a Redesigned army well on its way! I won't actually post up my army list though, as I have three or four that I alternate between, depending on situations/points limits etc.

What other armies do you have? How many points?

I have a 500pt Goblin force which is very nearly finished being painted, but other than that I have no other actual armies, just bits and pieces I've collected over the years.

What's your favourite model from Games Workshops LotR range?

That is a very hard question. I love most of the models they have produced for LotR, especially the metal ones. If I had to choose however, it would probably be one from The White Council or The Defenders of Rohan.

What's your best painted model? Can you show us a pic of it?

My best painted models would have to be my recently completed Aragorn and Legolas from the Defenders of Rohan. They are fantastic models, apart from a few very minor casting flaws.

What's your favourite army list that you're using?

500pts

Denethor

Faramir, Capt. of Gondor (bow)

Damrod, Ranger of Ithilien

Beregond of Gondor

3 Guards of the Fountain Court (shield)

6 Citadel Guard (spear)

9 Warriors of Minas Tirith (shield)

9 Warriors of Minas Tirith (shield, spear)

1 Warriors of Minas Tirith (banner)

10 Rangers of Gondor



My best painted models to date: Aragorn (above) and Legolas (left) from The Defenders of Rohan set.

What is/are your favourite supplement(s)?

My favourite supplements would have to be Siege of Gondor – it came at the height of my fascination with this mighty realm – and the Scouring of the Shire – I never actually got any of the models (excluding the Sharkey that I won), but the supplement was ace nonetheless!

Who is your favourite sculptor?

To be honest I don't know who sculpted a lot of the models I've painted over the years. However, I have always been a fan of the Perry's work and they are responsible for most of the best of the range! Naturally I cannot mention sculptors without bringing in the master, the fantastic Ebob himself! I fell in love with his paintball range from the first previews of it, and his new Rebellion range is amazing!

Next Up: FaramirsMumma

Name behind the post: what's your real name?

Alex. Just Alex, no 'ander' attachment. Apologies to those with the full version.

Could you tell us something interesting about you?

Define "interesting"! There isn't much about me that is really interesting. I'm addicted to TLA, and sometimes get up early just to log on. Forfeiting sleep for the Internet is "interesting" in a disturbed kinda way. I think far too much for my own good, and my jokes are always too twisted for anyone else to enjoy, or are just too lame for laughter. I've spent hours complaining about Games Workshop and their practices, and yet I'm still as hooked as ever. The irony.

This is a strange hobby. How did you find it?

This is a strange hobby indeed! I can't take full credit for finding this hobby myself. In fact, my younger brother wandered into a GW, and bought some unarmoured Wood Elves (you know, the ugly disproportioned (is that a word?) metal ones) and a handful of paints. At that stage the concept of undercoating was beyond him, and I took a break from my model aeroplane kits (I've been a nerd for life, you see!) to explore his new hobby. He came up with the TLA account, and after a few months, he fell out of it, so I took over. Fortunately he's gotten back into it, with the new Codex Eldar having been released.

What's your favourite army (or armies) ?

Being a rather short person myself, Dwarves have always appealed to something inside of me. Currently I'm building a "regal" Dwarf army for a Tournament, and I've found they are my calling. I'm a huge fan of Ebob's TotE models, and I plan to do a fully-mounted army, when I actually get a job or some form of income.

What other armies do you have? How many points?

I had a 400 point Rohan force that I ended up selling to buy some Mordor models. I've got a 700ish point Mordor force currently, and I don't wish to start them until I can scrap the plastics for metals. Quite a task! As well as a roughly 500 point Gondor force, which I remember buying about five blisters of metal Rangers, and now we get better plastic ones. Oops. Coupled with my current 500 point Dwarf force, I've got a fair few models - and points!

What's your favourite model from Games Workshops LotR range?

Favourite model, that's a hard one. The Mordor Troll has so much "movement" to it, and is so intimidating - definitely my favourite "evil" model. For the "good" side, I suppose it would be Dain, or Eowyn.

What's your best painted model? Can you show us a pic of it?

My avatar - Eowyn. I haven't been able to paint recently, but she's the current competitor. Awesome sculpt.



What's your favourite army list that you're using?

Regal Dwarves. Dain, a captain, banner bearer, dozen bowmen, dozen Khazad Guard and enough sheildsmen to make it up to 500 point. A very "hard" force to crack, with quite a few models!

FaramirsMumma's inspiring NMM (non-metallic metals) Eowyn.

What is/are your favourite supplement(s)?

I confess my most recent supplement was the One-Ring Rulebook (if that can be called a supplement!) and I haven't really read any of the new ones, aside from the rumours on TLA. LoME looks rather appealing.

Who is your favourite sculptor?

Favourite sculptor? For GW, it'd have to be the Perry Twins, or the bloke (Gary Morely, correct me if I'm wrong) who sculpted the Imperial Guard box set. He's done some LotR models, which are pretty nifty in themselves. Non-GW would have to be Ebob, although UKFB's Ents are pretty nifty! And Thomarillion's sculptor would be in the mix as well. So much talent!

Finally: Rodan-re

Name behind the post: what's your real name?

Robert Alexander Scammell

Could you tell us something interesting about you?

I am 13, doing my GCSE a year early, have a killer rabbit, do archery, judo, swimming, drive go carts for a team, collect LOTR (obviously).

This is a strange hobby. How did you find it?

My cousin got me into it as he started it at a school club then showed me his minis. I already loved LOTR so started collecting to .Since then my armies have been getting bigger and bigger

What's your favourite army (or armies) ?

My favourite army has to be Rangers of the North and Elves. Usually I ally them together as a “Woodland” style army of wanderers around the Shire and Bree.

What other armies do you have? How many points?

Roughly I have a 700pt Haradrim army (with a Mumak), 750pt of Elves, 750pts of Gondor, 300pts of Rohan, 650pt of Mordor, 250pt of Easterings, 500pts of Shire and the North, 400pts Dwarfs, and lots of random heroes with no armies.

What's your favourite model from Games Workshops LotR range?

My favourite model has to be the new Ruin of Arnor Models. Gulvahar is one mighty beast but the rangers win my vote.

What's your best painted model? Can you show us a pic of it?

My best painted model is probably my High elf Captain or Aragorn the King.



Rodan-re's High Elf Captain (featured in a guide this issue) and his Aragorn, King of the West

What's your favourite army list that you're using?

I don't really have a favourite at the moment as I haven't played any games in a while but usually I just make something up on the day to match what we are playing.

What is/are your favourite supplement(s)?

My favourite supplements have to be the Fall of The Necromancer, and I've got a good feeling about fall of Arnor.

Who is your favourite sculptor?

Ebob, his work is inspiring and he got me into sculpting.



Rodan-re's first sculpt

THE TALE OF BERAL

Over on The Grey Havens Forums, we have been running a topic called “Continue the Middle-Earth Story - a fan-fiction piece set in Middle-Earth. This is the story up until this point, as written by the members on the forums;

Beral could smell smoke. That in itself was not unusual; after all, the woodsmen’s wives cooked the evening meals from midday onwards. This smell, however, was not of cooking, but of burning. Like the burning of buildings. Why buildings would be burning, he did not know. Then it hit him – Orcs were raiding. The last attack had been months ago, and after the big battle in the South Woods, and the massacre of the Goblins and Wargs over in Dale, it had been assumed that the area was now Orc free. Now, obviously, it wasn’t.

Snatching up his broad-bladed axe, the Woodsman ran towards his home. Desperation filled him. His wife and son were in the village and if it had been attacked they were in danger. On he ran, and he kept running, despite the ache in his legs and shortness of breath in his chest. Only one thought filled his mind – ‘I must save them. I must.’ Roots seemed to endeavour to trip him while branches tried to knock him down. Still, he continued to run.

Cresting the hill, he looked down on the devastation and saw his village in flames. Black smoke belched forth as tongues of orange licked the wooden roundhouses. Already much of the settlement had been reduced to ash. Tears welled up in his eyes as he looked upon the figures near the fire and saw only Orcs. He felt his knees go weak and rage swelled within his breast as he fell. Silently he vowed revenge on the Orcs. He would kill each and every one of them or die trying. Breathing deeply he began to charge, but before he could take his second step, a strong hand grabbed the back of his surcoat, and pulled him back into the tree line.

“Stop you fool!” hissed a voice in his ear. It was the voice of Thoronmir, an Elven Forrester in the employ of Thranduil.

“Let me go!” whispered Beral to the hooded Elf. “I want revenge for my family!”

“You will have that in good time my friend. They may not yet be dead. I saw the main force head off South to the lands of Mordor. I am afraid that they will be taken to the slave field of Nurn. Do you wish to pursue them?” asked the Elf, pulling back his hood to reveal a fair face framed by flowing golden hair. He held a slender bow in his hand and a sheathed bladed was at his side. “My kin will sort out these Yrch, but if we hope to save your family we must go now.”

Beral thought this over in his mind. Staring at the desecrated village from between the trees, he made up his mind. He looked at the burning village one last time. Grasping his trusty axe he decided to follow the Elf in pursuit of the Orcs holding his family. He no longer cared what Orcs he killed, as long as he killed any that he met. The notion that his family were still alive was enough to anchor him to his sanity. Following the Elf he began to run through the forest. Breathing deeply, he looked at the Elf.

“We’ll need supplies,” he said “I have nothing but the clothes on my back and the axe in my hand. You have nought but a bow, a sword and that satchel at your waist.”

“I am carrying Elven way bread,” stated Thoronmir “It’s not as potent as Lembas, but it will keep us going. However...we could do with allies. New Lake Town is nearby. We’ll go there. We should be able to get all that we need there.”

“But the Lake is miles away,” spat Beral “We’ll never make it there and back again in time to catch the Orcs. Even now we’ll be hard pressed to catch up.”

“True, but only if we travel by foot. We can get horses or boats at the town, enabling us to head the Orcs off.”

Beral growled “No!” and turned to follow the Orcs again, even though he didn’t know the way.

“Wait!” cried the Elf, but it was no use, Beral was oblivious to the world. The Woodsman ran back towards the burning village. He was sure that if he could follow the Orcs, then they would lead him to the others. He stopped where Thoronmir had found him to ponder what he was going to do next. Without a sound, the Elf appeared beside him.

“You are a stubborn folk,” he snarled “Why the King lets you live in our realm is beyond me.” Beral ignored him. He could see the Orcs moving below, driving forth slaves brought by another group.

“You were wrong,” he stated.

“How so?”

“My family were not taken to the Dark Lands.”

“How do you know?”

“Because I can see them, down there among the slaves.”

“Do not worry, my kin will free them. I apologise for my earlier deception, but I need you to come with me.”

“Why do you need me?”

The Elf looked down and sighed. Looking into Beral’s eyes he said “You are my only hope.” Still unmoving, Beral merely looked at the Elf. The urge to pursue his family was still strong; after all, what did he owe this Elf?

“You say that I am your only hope, yet you do not tell me what you need me for. As we speak my family is being used as slaves, being dragged along by Orcs, and you expect me to follow you blindly away, leaving them behind with no hope for survival. I will go with you on one condition. You help me free my family, here and now, and I will follow you to New Lake Town. Otherwise, get out of my way, and I will save them without you.”

Thoronmir watched the Woodsman, clearly trying to decide how to address these demands. His plans required speed, but also the Woodsman. Finally, Beral grasped his axe tightly, and began to head off.

“Well Master Elf, I can wait no longer. If you are coming, come. Otherwise, I wish you good luck with your own mission, for we shall not meet again.”

Thoronmir watched him go, emotions warring deep within his heart. As he pondered what to do, an idea struck him – he realised how he could convince the Woodsman. Sprinting to Beral’s side, he called for him to halt, but was ignored. Crying again he shouted “I will help you rescue your family, but you must listen. My kin are marching as we speak. If we attack now we will die, but if we wait a few minutes, we will be able to use their ambush as a cover for our rescue!”

Beral halted and turned back towards the Elf, staring deeply into his eyes. “Why should I trust you? You hide behind lies and riddles. Why should I believe that there is an ambush planned? For all I know, this is a ploy to keep me alive. You could keep me here and say that your friends have been delayed, and keep saying so until the Orcs are long gone. Well? What is the truth?”

Utter silence.

“Answer me!” roared Beral.

Looking up, Thoronmir pointed to the Orcs and said “Look!”

Beral looked at where the Elf pointed. The Orcs had stopped marching and were milling around as if they were trying to form up battle lines. Beral wondered why they would be doing this. Surely they wouldn’t have seen the Elvish ‘ambush’, and if the outriders had spotted enemies, then the horde would keep running, hoping to get away. Then again, that’s what a rational army would have done, and Orcs were far from rational.

Shading his eyes with his hand, Beral looked towards the horizon. He could see a large dust cloud billowing up from the dry earth. He guessed that it was whatever was making the dust cloud that had frightened the Orcs. He didn’t know what it was, but knew deep down that it would mean a big battle. This was good as it would give him cover to make his rescue, however, it was also bad as this new foe may care nothing for the lives and may kill them with as much discretion as they would kill the Orcs. Worse still, the Orcs may kill the prisoners before the new army arrived just out of spite. Turning to Thoronmir he asked “Your eyes are keener than mine – can you tell what is making the dust?”

TO BE CONTINUED...

**If you want to contribute to this tale, then please come along to
The Grey Havens forums and sign up;
http://z10.invisionfree.com/Grey_Havens_Magazine/index.php**

Stay tuned for the next instalment in The Grey Havens Issue 4.



Beral and Thoronmir, as drawn by Dinadan.

PAINTING THE HIGH ELF CAPTAIN

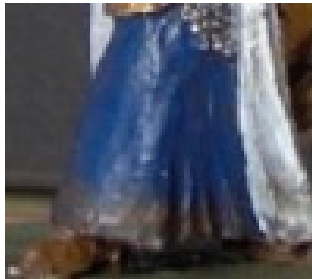
By Rob (Rodan-re)

Introduction

I have made this article as I realised that there were no painting guides for the High Elf Captain from the High Elf command set. I then remembered I had very little paints so I thought – why not do it for people in similar situations! I try to spend as little as possible on paints (as I'm only 13) so I have done this with only ten paints. I have painted him in my colour scheme and I hope that you enjoy reading it.

Armour

To paint the armour I began with a Boltgun Metal undercoat as the gold is easier to apply afterwards. This includes the chain mail, plate armour and helmet. After it has dried paint the plate armour in Shining Gold, using firm strokes. Give the chain mail a light drybrush with Mithril silver. To finish the armour, paint the supports on the main part with Bestial Brown.

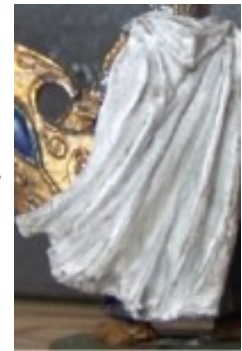


Robes and Boots

The robes are very simple – just paint them Regal Blue! If you wish you can paint a little dirt at the bottom with Bestial Brown using the dabbing technique. The boots are also easy, just Bestial Brown then they're done!

Cloak and Belt

To paint the cloak I gave it a base coat of Skull White. Adding a tiny bit of Chaos Black each time I gradually got to grey and layered it in the recesses of the cloak. To finish of I painted a very small line of Skull White on the sticking out parts of the Cloak to give it a more layered effect. I repeated this with the belt and straps.



Shield and Gloves

I painted the shield in the same way as the armour – A Boltgun Metal basecoat then apply Shining Gold over the top. To paint the handle I used Bestial Brown and painted the grips with Kommando Khaki (you could use Skull White). The blue gem is Regal Blue. The gloves I simply painted them Bestial Brown.





Face and Sword

Elf Flesh was used to paint the face which I re-applied to get a more solid look. The eyes were painted with Chaos Black using a fine brush. If you wish you could try painting white underneath first for a better result. The sword handle I painted Bestial Brown and the ends Shining Gold. I painted the blade Boltgun Metal, and then with Mithril Silver I gave the blade edge a highlight.

Finishing Touches

To finish off I painted over the bits I messed up and gave the whole model a very light Ink wash using Chaos Black mixed with water. The base I painted Bestial Brown round the Edges and Catachan Green for the top. If you want to you can use some modelling grass too. To protect the model I gave the model a good old cover of Matt Varnish.

Conclusion

I'm quite satisfied with the result and it will fit in nicely with my Elven army. This also happens to be in my top five poses, so I shall be using him quite a lot! I hope you enjoyed reading this!



THE FORGES OF IMLADRIS

By Andrew (Lancelot)

Well, welcome to the newest column in “The Grey Havens”; “The Forges of Imladris”. In this snippet, I will discuss a variety of topics related to “The Lord of the Rings” in general; this brings together both movie fans and “Tolkienites” alike.

The first story to grace “The Forges of Imladris” is in relation to the recent news about “The Hobbit”, and any chance of a movie it may have. As many of you may know, as of now, New Line Cinema has severed all ties with LOTR director Peter Jackson.

This all stems from a standing lawsuit that dates back to the days of the release of “The Fellowship of the Ring”. Basically, there were a number of problems Mr. Jackson had in regards to the way money was handled, and in turn, paid out.

Jackson stated that he would not want to be directing the movie, under those circumstances. As a result of this, New Line essentially told him to leave, and that he was not wanted anymore (Remind you of a scene in LOTR?).

As you would expect, this has sparked outrage among many a Ringer, and just hours after the news had broken, there were already a number of petitions set up to contest New Line. I myself was part of the onslaught, and many others (including myself) chose to contact New Line about what a mistake they had made.

Peter Jackson has a wide range of support behind him, as you would expect, including that of Elijah Wood, and Sir Ian McKellen.

While this has all been happening, New Line has been searching for a director to carry the franchise. While it is still speculation, many people are saying that it seems to be Sam Raimi, the “Spiderman” director, who is the front-runner.

New Line has to act quickly though, as their rights to produce The Hobbit run out next year. If they fail to have the movie in production by time they lose the rights, then custody falls back to Saul Zaentz; the owner of Tolkien Enterprises. If this happens, Mr. Zaentz has already stated that he would like Jackson to be involved, most likely as director.

So, all in all, the past few months have been a busy few for Ringers and Tolkienites everywhere. Lets not forget that Tolkien’s latest work “Children of Hurin” is set for release in late April, AND, that EA games has just released an expansion pack for “The Battle for Middle-earth II”, titled “The Rise of the Witch-King”.

I hope you enjoyed this first instalment of “The Forges of Imladris”, and I hope there will be many more to come. Thanks for taking the time to read.

Yours,
In Fellowship,
Andrew West (lancelot)

RIVENDELL TACTICA

By Mikael (Raul)

The idea to make this article was born in the Elven forum, when we discussed the elven tactics articles there are on TLA. They are all very good articles, but all of them are based on the old version of the rules, and in many cases, new elven units have been released since they were written. We decided to make a series of Elven tactics, because the three elven realms, Rivendell, Lothlorien and Mirkwood are very different in both army lists and playing style. So here is the Rivendell Tactica. Enjoy!

Advantages and Disadvantages

So what are the advantages and disadvantages of Rivendell? Here I'll tell you how to make the most out of your advantages and solve the problem with Rivendell's disadvantages.

- + Some of the best heroes in the game! Use heroes like Elrond and Glorfindel to take out enemy heroes and to make heroic moves when necessary. Of course, when there are no enemy heroes left, just kill as many enemies you can.
- + The best warriors in the game! The high Elves combine the high fight value and courage of all elves with heavy armour and the option to take a shield. These warriors can take out almost any enemies with their high fight value, remember to take enough of them though.
- + The best archery in the game! With 33% bows hitting on 3+ and usually wounding on 5+ you need to get as many shots on your enemy as possible before you get into combat. Don't be afraid to retreat if it means you can shoot even more than you hopefully already have.
- + Woodland creature! Your Elves can move at full pace in woods. Use this advantage to outmanoeuvre the enemy and force him to come after you.
- + Cheap and fun to paint! This isn't exactly tactics related but it certainly is an advantage that the High Elves are cheap (at least compared to metal models) and that they are more entertaining to paint than most plastic models. And the heroes are the most entertaining models to paint of all I've ever painted!
- High points cost! This is easily fixed. Make sure you don't go over the top on heroes. You need at least 30 models in a 500 points army.
- Cavalry! This isn't really a problem if you're a good converter and your opponent lets you use Elnaith, but at the moment there are no official rules for Elnaith, and there are no Elnaith models either. Additionally, in LoME their points cost is higher than it is in the house rules.

The Heroes of Rivendell

The elven realms have the most powerful heroes of all the Free Peoples, and of the elven realms, Rivendell is home to the most, and probably mightiest elven heroes there is in Middle-earth. Here follows a list of them and some tips of how to use them.

Elrond: Elrond is a great fighter and the best hero in Rivendell with his ability to cast spells and as the bearer of Vilya. He is perfect in larger games like 1000 points or possibly 750 points, but the downside of him is his high points cost. Don't use him in smaller games than 750 points, your already small army will be even smaller if you use him. When you use him however, make sure to keep him in the middle of the action. His high defence, his wounds, his fate points and Vilya (which allows you to re-roll fate points) will keep him alive as long as you don't separate him from the rest of your force. With his attacks and high fight value he will be a pain for your opponent and if your force is broken, he can keep your already courageous elves on the board even longer. Remember to use Renew on your friendly heroes and Nature's Wrath to knock down the enemies within 6" of him at a critical point in the game. These are in my opinion two of the best spells in the game, but use your will points wisely. The last thing to say about him is that he causes terror. More often than not you will be able to choose where to fight, and if you don't, you can always use one of your might points to call a heroic combat.

Glorfindel: Glorfindel is like Elrond an excellent fighter (Glorfindel's fight value is even higher than Elrond's!) but he does not have the ability to cast spells like Elrond, and he cannot re-roll failed fate rolls. Glorfindel is much cheaper in points though, and the perfect choice to lead your 500 points army. What's more, he comes in two versions. You can take the "normal" Glorfindel with light armour, or Glorfindel, Lord of the West with heavy armour and the resistant to magic rule. For only ten points more, I would strongly recommend getting Glorfindel, Lord of the West. Believe me, that extra point of defence can be the difference that saves the day! Like Elrond, he causes terror and Glorfindel has the same amount of might, will and fate as Elrond. Mounted on Asfaloth Glorfindel can lead your Elnaith, which makes him even more flexible.

Elladan and Elrohir: The twin sons of Elrond are a bit harder to use than Elrond and Glorfindel but don't worry, just keep them in the middle of your army until you reach the enemy and then get them into combat as soon as possible. Elladan and Elrohir are exceptional fighters for only ten points more than Glorfindel, so if you don't mind the models (I don't) they are very good substitutes for Glorfindel. They have fewer attacks and wounds than Glorfindel and Elrond, but on the other hand they can choose to fight in one of three ways. The most common way gives them an extra attack so that's not really a problem. Their low defence is the problem. But just keep them out of sight so the enemy can't shoot at them and make sure they are never trapped and they will be fine. If one of them dies the brother will go mad and always charge. His strength will be higher but his defence will be lower, so it's worth being careful. The twins have a good store of might, will and fate, and you can equip them with bows, elven cloaks, or mount them on horses. For their points, and if used correctly, Elladan and Elrohir are the best heroes you can get.

Arwen: The daughter of Elrond is the cheapest hero in Rivendell, and she can be very good, but it requires a lot of thought and a little luck to make her worth her points. First of all, her defence is very low and you have to keep her out of sight until the danger of shooting is over. Her low strength and single attack means she is not very good at fighting either (although she has a high fight value) and her best use is to mount her on Asfaloth and lead a charge of Elnaith. If you don't get priority, call a heroic move with her might, charge in and cast Nature's Wrath. If it's not resisted, all enemies within 6" of Arwen are knocked to the ground and you can charge in with as much as possible. If you do this and keep her alive she will probably be well worth her points, especially when you are broken. If you prefer to use her on foot, you can equip her with an elven cloak.

Erestor: Erestor is the chief counsellor of Elrond, and one of the new Elf heroes from Fall of the Necromancer. His stats are very similar to a captain's, but he wears heavy armour and has a very high defence and many fate points. He has a might point less than a captain though, which means you don't want him to be your only hero, not even in smaller games. Erestor carries Noldorin throwing daggers. Every time he fails to wound with these throwing daggers he can re-roll the dice. He also has the option to take an Elven cloak. All in all, Erestor is excellent and well worth his points if you have another hero too in your force, like Glorfindel, Elladan and Elrohir or a captain.

Gildor: Gildor is the Elf who meets Frodo when he and his companions are leaving the Shire with the Ring-wraiths behind them. He is 15 points more than an Elf captain and has about the same stats; less might, which is always a disadvantage, but three more will is the difference between them. Gildor causes terror and can cast Immobilise, so he is a good choice if you know that your opponent will take a strong hero. Use Immobilise and trap charge him with as many elves you can. Gildor wears an elven cloak but he cannot choose additional wargear like armour and shield, so you have to keep him well protected or your opponent is going to take advantage of his low defence. If you want to take a captain, it might be worth to think again and maybe (depending on the tactics you use and the rest of your force) take Gildor instead.

Elven captain: The Elven captains are superior to most other captains and a very good addition to any army, but that makes them more expensive too. They basically have the same stats as other captains, but with the higher fight value and courage of the Elves. You can equip them with armour, heavy armour, shields, elf bows, and horses. Captains are cheap and effective heroes, and with their might and courage elf captains can lead your army with heroic moves and stand fast.

The Warriors of Rivendell

Elf warriors: The Elf warriors will be the bulk of your army and for Rivendell I have found that it works best if all or at least most of your warriors wear heavy armour. About a third should be armed with Elven blades, a third with spears (and most likely shields), and a third with bows. You NEED to have 33% archers; they are your greatest advantage when using Elves. If you're a good converter, you could also get some Elves with

shield and hand weapon (included in profile). This might be a big advantage for you, because with their higher defence most evil armies would get a hard time wounding your Elves with shield. Elves also have the option to get a banner (very expensive though), but if you use elves with heavy armour, you are probably already low on troops, and with their high defence a lost fight doesn't necessarily mean a lost man, so I wouldn't take a banner unless you play a bigger game like 1000 or at least 750 points. The most important thing is: make sure you aren't too low on troops, which is easily happened when using Elves.

Elnaith: Elnaith or Elf knights as they will be known as in the future are a great asset if you use them wisely. Led by a hero and charging they can deal with the toughest of enemies, and if you use the well-known hit-and-run tactic successfully they can easily make up for their points cost. Because of their points cost you shouldn't use more than five or six in a 500 points game. Use a heroic move if you can get the charge, but don't run too far ahead of your army, if you get a good charge but are hacked to pieces in the next turn the Elnaith are a waste of points. If you have to, call another heroic move to get your cavalry away from the enemy.

Formations

There are many different formations you can use with your Rivendell army. I will show the best of them and describe how to use them.

This is the defensive formation you should normally use with Rivendell. Of course you may have to use another in some scenarios, but for most scenarios, this is the best. Your archers are deployed behind your spearmen, with your Elves with blades on the sides and one base in front of the spearmen as shown in the pictures below. Place your hero(es) behind your swordsmen, if possible one on each side. From that position they can easily get into combat and call heroic moves. Alternatively, if you have a high defence hero you can place him in front of your swordsmen for an even better position to charge.



This formation is a defensive one and your goal is to sit back and shoot as much as possible before the enemy reaches you. When it's time to drop the bows you move your swordsmen in front of the spearmen and move your archers to the flanks and, if possible shoot some more, or otherwise get them into combat. If you want to get as much as possible out of them you should equip them with elven blades.

At this point it is important that you have got your heroes into combat, most of your heroes are superior to the evil heroes so you shouldn't be afraid to attack the enemy heroes with your heroes. When you have come this far, Rivendell is not different from other armies, pick your fights carefully and, if priority rolls are going against you, call a heroic move. This is even more important if you use cavalry. You have to use a hero with the cavalry. Get the charge and what's left of the enemy afterwards will be easy prey! One important note about cavalry use in this formation: if you send your Elnaith on the flank and don't keep them behind your infantry, then form a traditional shield wall with your swordsmen and spearmen, and keep your archers beside them. Do this because (hopefully) your enemy will shoot at your archers instead of your Elnaith, and if he does you have achieved this objective.



The second formation is a bit more difficult to use, and only good in scenarios where you have to break through your opponent, and escape from the opposite table edge for example.

In this case, form an arrow with a tough hero in the front. Place your spearmen behind your swordsmen and your archers on the flanks as shown in the picture below. Now you can move directly towards your enemy with the arrow and he won't be able to get too many models in base contact with your models. Your hero should make a way through the enemy lines and when you're through make sure they don't get to you by using heroic moves. Your archers can move half moves and shoot or full moves to assist your arrow in combat, that's your choice and there are both advantages and disadvantages with this.



Of course if you have Elnaith they are great in these kind of scenarios, send them around the enemy line and charge in the side to help your main force. When you see that you are going to be overwhelmed call a heroic move and get them away from danger. If you use this tactic correctly you will often do really well in scenarios like "The relief force" from the One Rulebook.

My Army Lists

500 points:

Elladan and Elrohir

11 Elves with heavy armour and elven blades

10 Elves with heavy armour and elf bows

11 Elves with heavy armour and spears and shields

1 Elf with heavy armour

750 points:

Glorfindel, Lord of the west

Erestor

16 Elves with heavy armour and elven blades

16 Elves with heavy armour and elf bows

16 Elves with heavy armour and spears and shields

1 Elf (hand weapon)

These are my Rivendell army lists. They have worked really good for me in most of the games I've tried them. As you can see I don't use Elnaith, partially because I'm not happy with my conversions, but mostly because I've never been as successful with them as without them. Of course, if you are very experienced with cavalry you can of course use them in your army and use them well.

Conclusion

I really hoped this article helped you and inspired you to use Rivendell. Maybe this has helped you to choose an army for next year's Grand Tournament. Anyway, I wish you good luck, and may the Valar be with you.

GUTS AND GORE

Allow me to welcome you, once again, to Guts and Gore, the part of the ezine where I explore Middle-earth, and by putting various parts of it through the weird mangler that is my brain, spit out some rules for the characters and warriors involved. Don't worry, they're not saliva covered.

This month, after resisting temptation for the first 2, I've turned to my favourite region of Middle-earth; the realm of Harad. Stretching far further than any other realm known to man or elf, it is one of the most sparsely populated areas of Middle-earth, rivalled in this claim only by the Northern Wastes, and of course, the Black land itself. It's inhabitants are a widely varied and mixed people, from the Corsairs of the Haven of Umbar to the great men of the south, referred to as the Gondorians as 'half trolls'. To this end, my vision of Harad is as a mostly nomadic nation, in the respect that it is split into tribal areas of rule and claim. This is what makes Harad such an interesting place from my perspective.

So, to cut out the debate on the true nature of the men of Harad, their relationship with Mordor and whether they were truly 'evil', I'll just tell you what we have. Here are some rules I have composed for the use of Tribes of Harad within the existing LOTR SBG rule set; some of you may have seen earlier copies of these rules before, in previous works I've been involved in. They are now complete and updated, and are accompanied by my very own tribe, the Lithanorim tribe.

This work is a little more extensive than previous months, but since it's just passed Christmas and the New Year, it seemed suitable to give you a little extra. So sit back, relax, and enjoy!



The Tribes of Harad

The Lithanorim Tribe Rules

The following rules apply to a Lithanorim tribe force:

The Lands of the Serpent

The Lithanorim tribe is one of the many tribes of the Haradrim; when selecting your force using Legions of Middle-earth, use the following list:

Heroes

Krumkû Blackhand

Points Value 105

Lance.....5 pts
Shield.....5 pts
Horse.....10 pts

Haradrim King

Points Value 60

Bow.....5 pts
Lance.....5 pts
Spear.....1 pts
Horse.....10 pts
Two-handed Weapon.....5pts
Shield.....5 pts
Halberd.....5pts

Agankalyan, High Merchant

Points Value 90

Horse.....10 pts

Haradrim Chieftain**Points Value 45**

Bow.....5 pts
Lance.....5 pts
Spear.....1 pts
Horse.....10 pts
Two-handed Weapon.....5pts
Shield.....5 pts
Halberd.....5pts

Merchant of Abrakan**Points Value 55**

Spear.....1 pts
Shield.....5 pts
Horse.....10 pts

Merchant Caravan**Points Value 125**

Additional Merchant
Guards (Max. 5).....8pts each
Hidden Armour.....5pts

Warriors**Haradrim Warrior****Points Value 5**

Bow.....1 pts
Spear.....1 pts
Banner.....25pts

Haradrim Raider**Points Value 11**

Lance.....5 pts
Banner.....25pts

Golden Rider**Points Value 13**

Bow.....1 pts
Lance.....5 pts

Merchant Guard***Points Value 8**

*See White Dwarf UK #300 for Merchant Guard profiles. Alternatively, visit: <http://uk.games-workshop.com/harad/tribes/1/>

The Lithanorim tribe is made up of Merchants. To represent this, any Lithanorim Tribal force over 250pts MUST include at least 1 Merchant. This Merchant can be exchanged for the High Merchant Agankalyan if you wish.

Due to the Lithanorim tribe's trade industry, many weapons not normally available to the Haradrim come to the City through the Merchants. In a Lithanorim tribe force, you may give up to 25% of warriors, and any Chieftains of Harad in the force, 1 of the following pieces of equipment.

Two-handed Weapon

Shield

Halberd (Elven Blade) (Heroes Only)

Due to their merchant roots, the Lithanorim are loathe to hand out money to others to fight for them. A Lithanorim tribal force cannot include mercenaries.



Krumkû Blackhand, Chieftain of the Lithanorim Tribe Points Value: 105

F	S	D	A	W	C	Might	Will	Fate
5/4+	4	6	2	2	5	3	3	2

Krumkû Blackhand is one of the most feared in all Harad, with the exception of the Serpent Lord Suladan. He holds a bitter protection over his lands, fearful of invasion from other tribes, forever looking out for his men and his trading routes. It is this that drives the Chieftain into battle, leading his Golden Riders and protecting his Merchants.

Wargear

Krumkû Blackhand carries a hand weapon and wears heavy armour. He may be given any of the following:

Lance (if mounted)-5pts

Shield-5pts

Horse-10pts

Special Rules

Leader- Krumkû is the chieftain of the Lithanorim tribe. His Stand Fast! Roll counts as being 12", but only to members of the Lithanorim tribe. Hâshryiin tribe members may not use Krumkû's Stand Fast! Roll.

Blackhand- Krumkû got his name 'Blackhand' because of the strength of his hands, enough to throttle a man easily, which he often does. Roll 1 dice to win the combat, as opposed to the regular number (plus modifiers for charging, trapped, knocked down etc). If Krumkû wins his combat, he may opt to use 1 attack to try and strangle his opponent to death. Roll to wound as normal. If successful, the targeted model cannot take part in any action (including Stand Fast! Rolls, heroic moves etc) except for a normal Courage check (if required) in the next turn as they attempt to regain their breath. This only has effect on models with a Strength less than 6.

Agankalyan, High Merchant Points Value: 90

F	S	D	A	W	C	Might	Will	Fate
4/4+	4	6	2	2	5	2	2	2

Agankalyan is the most powerful merchant in Abrakan. Rising from a poor family to become the richest man in the tribe, he has great influence over the Tribe Chieftain, Ruzkrut. This means he can draw almost unlimited forces to guard his wagons, and is a force and warrior to be reckoned with.

Wargear

Agankalyan carries a Hand Weapon and wears heavy armour. He may be given any of the following:
Horse-10pts

Special Rules

Trader-Agankalyan may attempt to bargain with an attacker in order to save his goods, and may even buy the warrior's services. Anyone wanting to charge Agankalyan must pass a courage test to do so. In addition, if the warrior fails the test, Agankalyan may spend a point of Might. If this is done, the warrior is treated as an Evil Model for the rest of the game. Note that Heroes cannot be bargained with-they are sworn to their duty, or enjoy their power too much!

Influence-Agankalyan has great influence in Abrakan, and can call up many more warriors to guard his caravans than usual. If any Caravans are included in Agankalyan's force, you may include an additional 5 Merchant Guards for each of them.

Merchants of Abrakan

Points Value: 55

F	S	D	A	W	C	Might	Will	Fate
4/4+	3	5	1	2	4	2	1	1

The Merchants of Abrakan, although not the greatest of fighters, are skilled tradesman, traveling far across the realm of Harad in search of customers to sell their goods to. They travel in long chains of Caravans, each bearing many tropical goods. Guarded by the Merchant Guard and the Golden Riders, they are a difficult force to challenge.

Wargear

A Merchant carries a Hand Weapon and wears light armour. He may be given any of the following:

Spear-1pt

Shield-5pts

Horse-10pts

Special Rules

Traders-A Merchant may attempt to bargain with an attacker in order to save his goods, and may even buy the warrior's services. Anyone wanting to charge a Merchant must pass a courage test to do so. In addition, if the warrior fails the test, the Merchant may spend a point of might. If this is done, the warrior is treated as an Evil Model for the rest of the game. This only applies to warriors, not heroes.

Golden Rider

Points Value: 13

F	S	D	A	W	C
4/4+	3	5	1	1	3

The Golden Riders of Abrakan guard the gold of the Merchants. They are skilled at their work, and are great warriors, despite their rough appearance.

Wargear

Sword and Heavy Armour. They also ride a Horse. May have:

Bow-1pt

Lance-1pt

Merchant Caravans

Points Value: 125

S	D	W
3	6	3

Caravan Driver

F	S	D	A	W	C	Might	Will	Fate
3/-	3	4	1	2	3	2	1	1

The Merchant Caravans travel far across the deserts of Far Harad, bearing exotic and wonderful goods. Each one owned by a Merchant, and crewed with Merchant Guard; they aren't as easy to penetrate as their thin canvases would show.

Wargear

A Merchant Caravan includes a Caravan, 1 Merchant, 1 Driver and 3 Merchant Guards. They are all equipped as normal, the Driver being equipped with a hand weapon. Up to 10 models including the

driver may be on a caravan at any one time. You may purchase any of the following upgrades for the Caravan:

Additional Merchant Guards (up to 5)-8pts each
Hidden Armour-5pts

A Caravan with hidden armour has many obscure lumps of sheet metal or wood hidden within the Canvas, scavenged from tribes and battlefields. This upgrade gives the Caravan +1 Defence.

Special Rules

Caravan-This counts as a monstrous mount which can move 8" per turn, with the following exceptions:

The caravan may not jump obstacles that form a physical barrier, such as walls or barricades. It may attempt to cross such obstacles as streams or gullies, but on a roll of a 1, the chariot and its passengers are destroyed and removed from the field.

A model in the caravan may fire a bow even if the chariot has moved its full movement (if it has line of sight).

Driver-May use might to affect Caravan rolls.

Cargo-A Caravan carries many exotic cargos and goods. The Merchant is willing to give everything to keep his treasures safe. If an enemy comes within 6" of a Merchant's Caravan, the owner Merchant must move as quickly as possible towards the attacker, charging if possible. If they fail to reach the attacker before he reaches the Caravan, the attacker must fight any models aboard the Caravan. If he wins, he may choose to either attempt to damage the Caravan, or to salvage the Cargo. If he chooses the second option, roll a D6. On a 6, 1 of the 3 pieces of cargo is taken. The merchant who owns the caravan must then take a courage test. If he fails, he must spend the rest of the game trying to hunt down anyone with a piece of cargo. Each time he kills a warrior with a piece of cargo, it is recovered, and he must take it back to his caravan immediately. He must do this until the caravan has all of its cargo back. Then the merchant acts as normal until more cargo is stolen.

Conversions

Such was the simplicity of this army that very few conversions were required! The Lithanorim tribe is my standing Haradrim army, so they stand with a unique colour scheme, and a conversion for the leader, Krumkû Blackhand.

Krumkû was made by taking the axe-wielding Rider of Rohan, and replacing its head with that of a Haradrim Warrior. I then sculpted armoured onto his thighs in the same pattern as that on his chest, to show his bulkier, heavy armour. For his Wargear, I simply pinned a Haradrim spear to his out-stretched right hand, and lifted it up a little until it was in a suitably aggressive pose. Then I simply mounted him on a horse, and he was ready to go!



Here can be seen a selection of my Merchant Guard, and their accompanying hero. He is usually included in my force as a Chieftain, although with a little tweaking, the same model could be used as a Merchant.

These models, once again, double between my standing Harad army and my Tribe army. I don't like to dish out on metal models I need a lot of, so these Haradrim Raiders/Golden Riders are converted using the old Elnaith technique, one half Rider of Rohan, the other Haradrim Warrior. The added bonus is that they are WYSIWYG for tournaments, as they are never equipped with bows in my force!



The colour scheme itself is simple; red, white and brown cloths, rotated around the models to show individualism while still retaining a unified feel. To achieve this, it was Bleached Bone, Scorched Brown and Blood Red, with Shining Gold as the armour basis, given a wash of Brown Ink to add instant shading. Perfect for speed painting!



Conclusion

Well, that brings us to the end of another edition of Guts and Gore. Thank you for reading, and until next time, may your dice roll high!

SOURCES, CREDITS AND SO-ON



The images contained within the "News" and "New Releases" pages are Copyrights of Games Workshop limited 2006
The cover image was taken from <http://fin.go.wifl.at.org/tables/html/havens.htm>

Also, thanks are due once again to The Lone Ranger for his help with image manipulation, and props go to CJ_Zaptor and his undisclosed sources for providing a list of hosting sites with greater bandwidth than Freewebs.



NEXT ISSUE

For the next issue of The Grey Havens Magazine, I'm hoping to get more articles from TLA members. With the formation of my production team, I'm very glad to announce that we are now starting themed issues. The theme of the next issue will be of Rohan and Dunland. If you are thinking of writing articles for us, these are the only topics that will be published this month.

To coincide with this theme, I am launching a new painting competition at The Grey Havens Forums (address below) entitled "The Men of Middle Earth." It is open to all persons as the judging is done by myself, and all you need to join in is an account on the site. What's more, if the number of entries increases from past competitions, I'm going to look into getting prizes!

Any other articles are more than welcome, but these are a few I'd personally like to have in it.

Finally, for the next issue we are planning a Rohan showcase for all of you Rohirric TLA members, so if you have a force you'd like to be considered, please e-mail me and let me know!

Well, I shall stop drivelling on and on, I'll leave you with the obligatory details for contacting me and submitting articles.

Any and all Contributions should be sent to Isildurian@f2s.com, from which it shall be forwarded to one of my editors, or offered at our forums; http://z10.invisionfree.com/Grey_Havens_Magazine/index.php

If approved by the production team, it will undoubtedly appear in The Grey Havens, if not the next issue.

Also, please visit the Freewebs site for The Grey Havens; <http://www.freewebs.com/isildurian/>

**Thanks for reading once again!
Stephen Maclean**